

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. (Currently Amended) A method for combining the functionality of a set of at least two command calls into a single logical button, said method comprising:  
  
    prioritizing the set of command calls from highest priority to lowest priority; and  
  
    recognizing when a command call is rejected by an application and sending at least one lower priority command call.
2. (Currently Amended) The method of claim 1 wherein the ~~keyboard~~ commands calls therein combined are keyboard command calls Back and Escape.
3. (Currently Amended) The method of claim 2 wherein the Back ~~key~~ keyboard command call is prioritized first, and the Escape ~~key~~ keyboard command call is prioritized last.
4. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_UP.
5. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_UP and a lower priority command is keyboard command Up Arrow.
6. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_UP and a lower priority command is keyboard command Scroll Up.

7. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_UP and a lower priority command is keyboard command Page Up.
8. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_DOWN.
9. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_DOWN and a lower priority command is keyboard command Down Arrow.
10. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_DOWN and a lower priority command is keyboard command Scroll Down.
11. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_DOWN and a lower priority command is keyboard command Page Down.
12. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_NEXT.
13. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_NEXT and a lower priority command is keyboard command Tab.
14. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_NEXT and a lower priority command is keyboard command Right Arrow.

15. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_PREV.
16. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_PREV and a lower priority command is keyboard command Shift-Tab.
17. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_PREV and a lower priority command is keyboard command Left Arrow.
18. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_ENTER.
19. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_ENTER and a lower priority command is keyboard command Return.
20. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_ENTER and a lower priority command is keyboard command Enter.
21. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_ENTER and a lower priority command is a special command Play.
22. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_OUT.
23. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_OUT and a lower priority command is keyboard command Browser Back.

24. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_OUT and a lower priority command is keyboard command Escape.
25. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_OUT and a lower priority command is a special command Stop.
26. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_OUT and a lower priority command is keyboard command Alt-F4.
27. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_SWITCH.
28. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_SWITCH and a lower priority command is keyboard command Alt-Escape.
29. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_SWITCH and a lower priority command is keyboard command Alt-Tab.
30. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_SWITCH and a lower priority command is a Windows Key.
31. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_SWITCH and a lower priority command is keyboard command Home.

32. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_MENU.
33. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_MENU and a lower priority command is keyboard command Shift-F10.
34. (Original) The method of claim 1 wherein the highest priority command is APPCOMMAND\_MENU and a lower priority command is a special command for Settings.
35. (Original) A method for cascading commands, said method comprising:  
    using a operating system shell hook to issue a command as an application command to an application;  
    if the application command is rejected, issuing a different command directly to the operating system.
36. (Original) A user interface system, said system comprising an interface that generates a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT; a subsystem for processing an ENTER command; a subsystem for processing an UP command; a subsystem for processing a DOWN command; and a subsystem for processing an OUT command; and, in regard to the OUT command, said system implementing the method of claim 1.
37. (Currently Amended) A computer-readable storage medium having computer-readable instructions for combining the functionality of a set of at least two command calls into a single logical button, said method comprising:  
    prioritizing the set of command calls from first to last; and

using an operating system shell hook to make an application command call for the command calls, except the last, in priority order until ~~the first such key~~ a first command call is not rejected, and therefore accepted by the application, or until all but the last ~~keyboard key~~ command call remains;

if all but the last ~~keyboard key~~ command call are rejected by the application in the previous element, then issuing the last ~~keyboard key~~ command call as a an operating system command.

38. (Currently Amended) The computer-readable storage medium of claim 37 wherein the ~~keyboard~~ commands calls therein combined are keyboard command calls Back and Escape

39. (Currently Amended) The computer-readable storage medium of claim 38 wherein the Back ~~key~~ keyboard command call is prioritized first, and the Escape ~~key~~ keyboard command call is prioritized last.

40. (Original) A hardware control device for navigating an object by generating a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT and which produces an ENTER command, an UP command, a DOWN command, and an OUT command for the computer system; and, in regard to the OUT command, said device implementing the method of claim 1.

41. (Original) A hardware control device comprising means for navigating an object by generating a logical input for one of a group of commands to be applied to an object, said group of commands comprising ENTER, UP, DOWN, and OUT, said device implementing the method of claim 1.